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INSTRUCTION BOOKLET

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching Involuntary movements Loss of awareness Disorientation

To reduce the likelihood of a seizure when playing video games:

- 1. Sit or stand as far from the screen as possible.
- 2. Play video games on the smallest available television screen.
- 3. Do not play if you are tired or need sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- · Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.





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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

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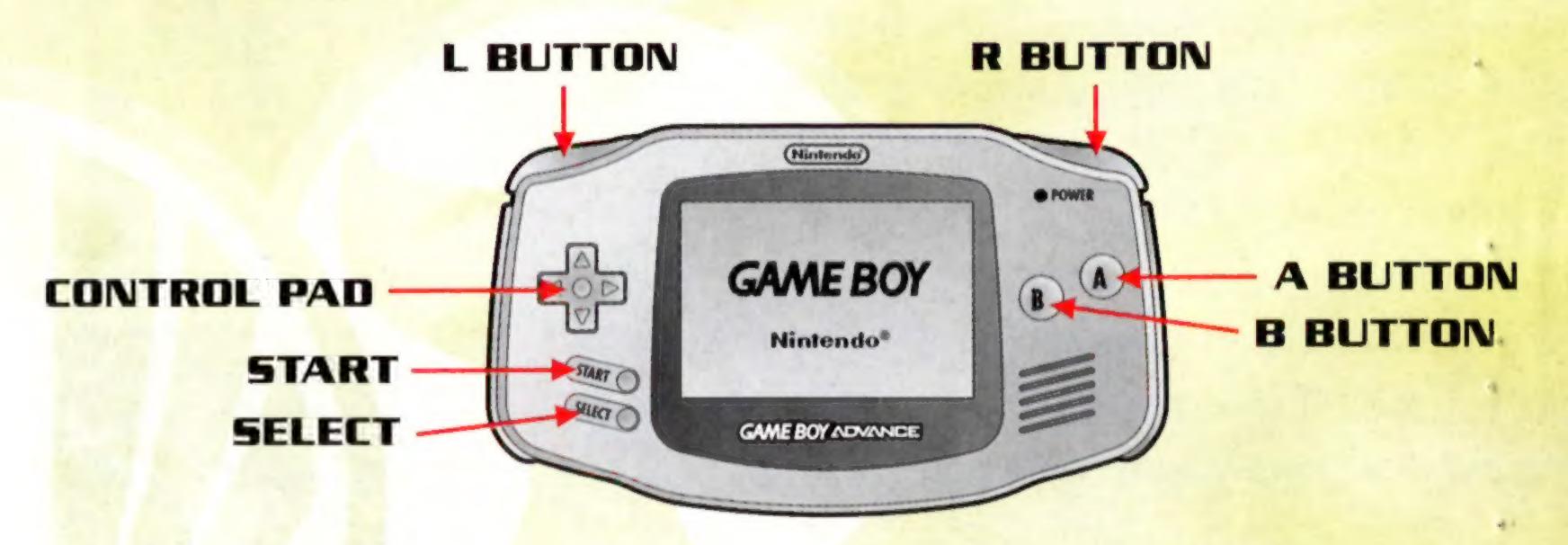
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GETTING STARTED

- 1. Turn OFF the power switch on your Nintendo® Game Boy® Advance.

 Never insert or remove a Game Pak when the power is on.
- 2. Insert the Game Pak of Power Rangers Ninja Storm into the slot on the Game Boy® Advance. To lock the Game Pak in place, press firmly.
- 3. Turn ON the POWER switch. The credit screens will appear (if you don't see them, begin again at step 1).
- 4. When the title screen appears, press START to proceed to the Main Menu.

CONTROL SUMMARY



BUTTON

A Button

A Button + Control Pad DOWN

B Button

START

R Button

L Button

SELECT

ACTION

Jump

Drop From Ledge

Attack

Pause

Special Attack

Block

Switch Rangers

Power Rangers Tip:

If you are surrounded by enemies, you can pick one up and throw him by pressing the B Button.

Thunder Rangers Tip:

The Thunder Rangers have an extra power attack.

To activate it, press and hold down the B Button.

When you release the B Button, the Rangers will unleash a powerful attack.

Green Ranger Tip:

The Green Ranger has an extra power attack, too. Press SELECT to switch to the Power Mode. But be careful, Power Mode uses up your Health.







MAIN MENU

To view the Main Menu, press START from the title screen. From here, you can start a new game, enter a password, or change the game options.



MAIN MENU

New Game: Begin a new adventure by choosing one of the

Wind Rangers, Thunder Rangers, or the Green Ranger.

Once you have completed the game, try playing as one

of the other Rangers.

Password: Every time you complete an episode, you will be given

a password to mark your progress. Write this down!

The next time you turn on your Power Rangers Ninja Storm

Game Pak, you can pick up the action by entering your

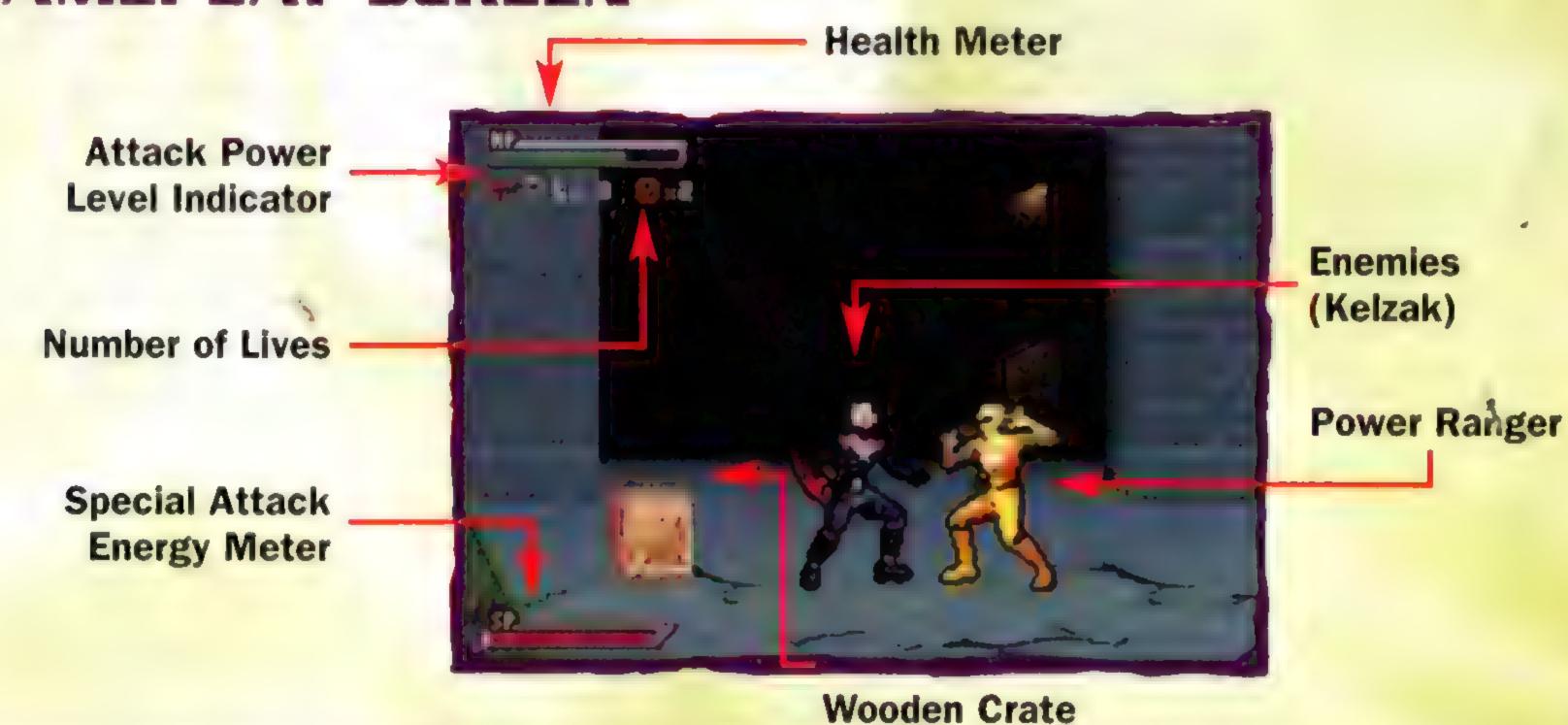
latest password here.

Options: Change the game options. See page 23 for more details.

GAME MODES

Each path has episodes with different levels. You can play as the Wind Rangers, Thunder Rangers, or the Green Ranger. Once you complete the game on one of these paths, you can go back to the beginning (select NEW GAME) and choose another path to defeat the game again.

GAMEPLAY SCREEN



GAMEPLAY SCREEN

Wooden Crates

As you progress through the levels, you will see several wooden crates.

Attack them by pressing the B Button. They will break open and will reveal an item. Sometimes it will be extra health, sometimes it will be an attack power up, sometimes it will be a Megazord Power Disk or another goodie.

Make sure you pick up these items - you will need them to win the game!

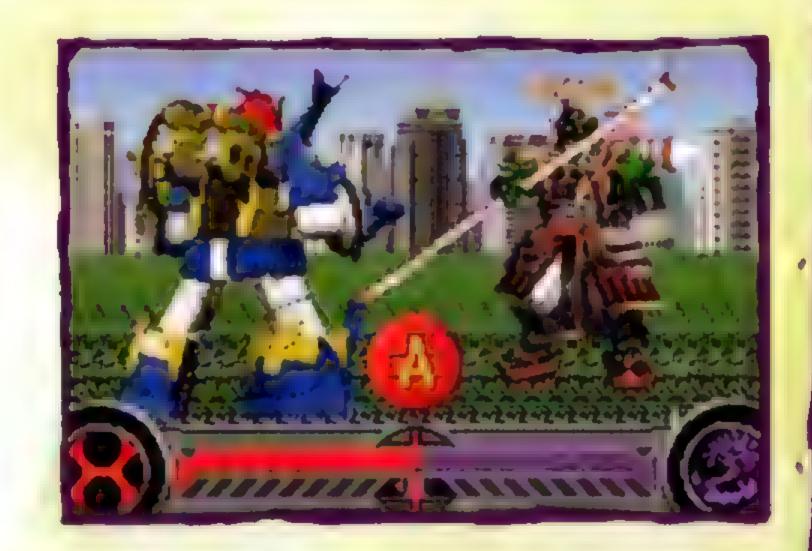
Wind and Thunder Rangers Tip: Switching Rangers

Pressing SELECT will allow you to switch Rangers when you are along the Wind or Thunder Ranger paths. Different Rangers have different attacks and special moves. If you get stuck, try switching Rangers. Maybe one of the other Rangers has an attack or special power that will prove more useful.

MEGAZORD BATTLES

Each episode is quite a challenge for the Power Rangers, and they will need to work as a team to complete it. At the end of each episode, you must fight as the Megazord.

You will need to follow the different colored arrows that appear on the



screen. When you see a red arrow, press the Control Pad in the same direction as the arrow and press the A Button at the same time. When you see a blue arrow, press the Control Pad in the same direction as the arrow and press the B Button at the same time. If you collected any Megazord Power Disks in the previous levels of the episode, press and hold the R Button when you are prompted to use them.

THE LEVELS

Note: The level names are in italics in the following level descriptions.

Wind Rangers Path

Episode 1

Florabudacus has planted the seeds of its mutant flowers all over the city. Stop the plants before they take over the city! You will have to fight your way through two sections of the *City*, then take on a *Giant Mutant Flower*, and make your way down the *Alley*. Defeat the Kelzaks and watch out for the exploding seeds and toxic chemicals from the flowers.

Episode 2

Choobo has captured the Thunder Rangers! You must help free them by defeating Choobo. Choobo has fled through the *Park*, across the *Waterfalls*, and into the *Woods*. Once you catch up with Choobo, you will have to defeat him twice – once at normal size and once against a giant Choobo. You will need the Megazord to defeat the giant version.

Power Ranger Tip:

The Blue Ranger has a water-walking ability. It will come in handy for levels where you have to get over pools of water.

Episode 3

By digging underground, Terramole is causing earthquakes all over the city! Find Terramole by following the *Tunnels*, watching out for the Kelzaks and the falling rocks. Then head *Under the City*, fighting your way through parking garages, sewers, and a boiler room. Finally you will end up in the *Quarry*. Defeat the grenade-throwing Kelzaks and then battle with Terramole.

Episode 4

Zurgame is building a new Super-Megazord in a secret factory. You must get in and stop him before he finishes. *Outside the Factory*, you will have to defeat the Kelzaks before you can get in. Once you are *Inside the Factory*, watch out for the red security beams. Be careful. If you touch the security beams, more Kelzaks will be alerted. Next up, ride the *Lift* up to the control room. Watch out for the Kelzaks that will try and stop you on every floor. Once you get to the top, you will have to decide if you are going to the left

or to the right. If you go left, you will have to contend with more red security beams. If you go right, you will have to watch out for mechanical welding arms. Once you make it to the control room, you will be able to take on Zurgame.

Episode 5

It's time to stop Lothor once and for all. Enter his centipede spaceship and battle past the traps and Kelzaks to confront him in the final battle. But be careful, he's revived Choobo and Zurgame and they want revenge!



Thunder Rangers Path

Episode 1

Florabudacus has planted the seeds of its mutant flowers all over the city. Stop the plants before they take over the city! After you defeat the Kelzaks in the *City*, you will go underground to do battle in the *Subway*. Watch out for falling pieces of the ceiling! Then take on the *Giant Mutant Flower*. Once it is out of the way, you can make your way down the Alley and then take on Florabudacus.

Power Ranger Tip:

Watch out on the Subway Level! Kelzaks will come out of the Subway car. Stay clear of the doors to avoid damage when they appear.

Episode 2

You've been captured by Choobo and taken to the weird Dimension World. You have to escape and defeat Choobo. First up will be a battle against Choobo's Head. Watch out for the poison breath. Then you will have to defeat your Evil Doubles to move on. The next obstacle is even more fiendish. They look like normal Kelzaks, but they're really Ghost Kelzaks. They disappear when you strike them and you can't pick them up and throw them! Dodge Choobo's Staff attacks from above! Strike quickly when he shows himself and you may be able to escape. Then take on Choobo in a final battle.

Episode 3

By digging underground, Terramole is causing earthquakes all over the city! You have to stop him before the city is destroyed. Find Terramole by following the *Tunnels* he leaves behind. Watch out for all the rocks! Then *Under the City*, follow Terramole's trail through parking garages, sewers, boiler rooms, and underground caverns. At the *Quarry*, watch out for the grenade-throwing Kelzaks and the ones that are popping up straight out of the ground. Once they are defeated, take on Terramole.

Episode 4

Zurgame is building a new Super-Megazord in a secret factory. You must get in and stop him before he finishes. Outside the Factory, you will have to defeat the Kelzaks before you can get in. Once you are Inside the Factory watch out for the red security beams. Be careful. If you touch the security beams, more Kelzaks will be alerted. Next up, ride the Lift up to the control room. Watch out for the Kelzaks that will try and stop you on every floor. Once you get to the top, you will have to decide if you are going to the left or to the right. If you go left, you will have to contend with more red security beams. If you go right, you will have to watch out for mechanical welding arms. Once you make it to the control room, you will be able to take on Zurgame.

Episode 5

It's time to stop Lothor once and for all. Enter his centipede spaceship and battle past the traps and Kelzaks to confront him in the final battle. But be careful, he's revived Choobo and Zurgame and they want revenge!

Power Ranger Tip:

Watch out on the *Sliding Floor* level. If you step on the wrong part at the wrong time, you'll fall to the level below. As you move higher, watch out for the jets of fire which make it even more difficult.



Green Ranger Path

Episode 1

Florabudacus has planted the seeds of its mutant flowers all over the city. Stop the plants before they take over the city! Defeat all the Kelzaks in the City, then head up onto the Rooftops in search of the source of the mutant plants. Once you find the Giant Mutant Flower, you have to figure out a way to destroy it. Watch out for its vines and exploding seeds. With the Giant Mutant Flower defeated, head down the Alley and then battle Florabudacus.

Episode 2

Choobo has captured the Thunder Rangers! You must help free them by defeating Choobo. Choobo has fled through the *Park*, across the *Waterfalls*, and into the *Woods*. Once you catch up with Choobo, you will have to defeat him twice – once at normal size and once again as a Giant Choobo. You will need the Megazord to defeat the giant version.

Episode 3

By digging underground, Terramole is causing earthquakes all over the city! You have to stop him before the city is destroyed. Find Terramole by following the *Tunnels* he leaves behind. Watch out for all the rocks! Then *Under the City*, follow Terramole's trail through parking garages, sewers, boiler rooms, and underground caverns. At the *Quarry*, watch out for the grenade-throwing Kelzaks and the ones that are popping up straight out of the ground. Once they are defeated, take on Terramole.

Episode 4

Zurgame is building a new Super-Megazord in a secret factory. You must get in and stop him before he finishes. *Outside the Factory*, you will have to defeat the Kelzaks before you can get in. Once you are *Inside the Factory*, watch out for the red security beams. The more you touch, the more Kelzaks come out to stop you. Next up, ride the *Lift* up to the control room. Watch out for the Kelzaks that will try and stop you on every floor. Once you

get to the top, you will have to decide if you are going to the left or to the right. If you go left, you will have to contend with more red security beams. If you go right, you will have to watch out for mechanical welding arms. Once you make it to the control room, you will be able

Episode 5

to take on Zurgame.

It's time to stop Lothor once and for all. Enter his centipede spaceship and battle past the traps and Kelzaks to confront him in the final battle. But be careful, he's revived Choobo and Zurgame and they want revenge!

OPTIONS

From the options screen, you can adjust the difficulty level of the game, turn the background music on or off, or turn the sound effects on or off. If the game seems too difficult, try turning the difficulty level down to Easy. Once you have completed the game, you can always come back, dial up the difficulty



setting and try to complete the game again. Make sure you come back to the Options Menu each time you turn on the *Power Rangers Ninja Storm* Game Pak. The background music and sound effect settings are not saved.

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"Power Rangers Ninja Storm"

Words and Music by Ian Nickus and Jeremy Sweet

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